

Silhouette 0.2 by Brett Nortje 28th March 2018.

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This is a game for **players** and a **game master**, to be played over i.r.c. or socially. It is about escaping a mansion or base that has a **leopard** in it, and, it is out to get you! Also, in the building, there are **traps** and **keys**, among other things, to use and **doors** to open to get to the next door, until you are out of the building. There is a timer on the leopard's cage, and, once the **timer** is run down, the leopard is let loose. There are no weapons, there are no defenses against the leopard, escape is the only option!

Sound good? Well, that depends on how you approach it...

Picture a movie? This is what it comes down to, there is a director, or, game master, that controls the doors, the keys, hell everything that is not chosen by the players is up to them. The players are like the 'freestyling actors,' that will try to interact with the set to escape. The game master has the final say in any dispute, and, the players need to take **tokens** to show their 'endurance.' Once they run out of **endurance**, they must rest two minutes to get a token back, and, losing tokens is like forcing doors open or other strenuous activity, like running. If the leopard gets near you, the next turn you die, targets chosen by the game master, or randomly picked out a hat, of course.

Yes, this is a role playing game, much like dungeons and dragons, but, with much less rules. I will explain the rules to you later, but first you must be clear on what you can and cannot do. You can do normal things, you cannot have super powers. You can do logical things, you cannot do silly things, unless for comedy. In the end, everything is up to the game master, so, choose someone that you have confidence in, okay?

Basically, you have one hour gaming time to get out the house before the leopard is let loose. As you play later games, the buildings will become bigger and bigger, and, keys more and more. But, for your first game, it should be rather easy to escape... can you feel the rush already?

As the leopard is released, it will sniff you out – hey, this is a game, not ultra realism! Who says mad scientist underworld bosses do not have leopards in their mansions or bases? The leopard still needs to find you to **eat** you, of course, then it is on to the next player.

As you begin, you need a reason to be there – the **document**. Somehow, you must get the document, maybe out of a safe, drawer or office, and escape the building. You begin by the entrance or where you manage to get in, randomly chosen if not determined.

This game also requires the use of dice. Six sided monopoly sort of dice, of course, not those funny looking pyramids and egg ones. These dice are rolled to determine success of the thing you are trying to do, as with the encouragement of urgency, there is also the risk aspect of dice rolls to determine outcomes.

~ If your game master wishes, there will be no dice. Then, everything is up to them. The reason for the dice is to make it fun for the game master too, as then it is not all in their hands...

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Some items that might make it easier are **walky talkies**. You may not begin with these, but they are modestly easy to find I would suggest, or, that the game master makes them rather abundant. These allow you to split up and still know what each other is doing, splitting up is good, and, NO, there

are no weapons to fight the leopard with, let's be clear on that? If you go into a kitchen and get a knife, that is still only a **lock pick** or door opener, it has no chance against a leopard. There are no spears, there are no flame throwers, there are no guns.

Other things to consider might be **soda** and **tinkies**. This will grant you extra endurance, typically one per can. Then there are **dead bolted doors**, and, **safes** to crack – you never know where the keys are, do you? **Locked doors** may be opened with the right key or even brute strength, if the game master allows.

Windows may make an excellent escape path, but, some are leading to places you don't know, is it a court yard? Is that inside the house? Remember, if the **alarm** is tripped, the leopard is released immediately, and, will find the players, or, nearest player, in five minutes. If you decide to use a key on a window, you might be dumped into a **pool**, you might be dumped into a **court yard**, or, you may escape, of course. Windows are usually **barred** though, and, if not, they may be too high up to jump.

Ladders are a good way to scale walls that are not **barbed**. They are cumbersome though and will reduce your endurance by way of **fatigue**. They can also be used to cross **pits** and **pools**.

~ Yes, this is like James Bond spy thriller too! If you want to add things that I have not mentioned, the game master will be able to **modify** this game any way they want, of course – I do not have the final say in your game, the game master is part of your game, I am not.

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Your character or actor has ten endurance points to begin with, maybe you will use matches to show their endurance? As they exert themselves, they will lose endurance.

Defining your character, this part does not need to be done, but, it will make for a more tactical game where you choose your actor's strengths and weaknesses. Each skill is out of six, and, you have nine points to spend on them. Each time you raise a skill by a value, it gets better and you lose one point of 'build.'

Strength ~ This is used for carrying things and forcing doors open.

Competence ~ This is used for the game master deciding if you realize something they want you to get, but as if your actor had thought of it, working it out.

Athletics ~ This is where you can climb and swim, run and jump.

Security ~ This is used for lock picking and safe cracking.

When the game master says you must test a skill, you need to roll the value or less on a six sided dice. This means, the better the skill, the better your chances of getting to grips with that task.

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That is Silhouette 0.2! I hope you enjoy playing the game, and, remember, if your game master wants to experiment with things, please let them, okay?